# Simulation Project Analysis
# CSCI-4210
# Operating Systems

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# 1    Best Algorithm for CPU-bound vs I/O-bound Processes

# 2    RR Algorithm With $rr_{add}$ set to BEGINNING vs END

# 3    Comparison Between SJF and SRT

# 4    Limitations of Our Simulation

# 5    Priority Scheduling Algorithm of Our Own Design

# 6    Appendix

**Program Arguments**

`[executable]` $[n]$ `[seed]` $[\lambda]$ `[limit]` $[t_{cs}]$ $[\alpha]$ $[t_{slice}]$ $[rr_{add}:$ `BEGINNING or END, default: END]`

**Program Execution Data**

Table 1: $[n:$ 2] `[seed:` 2] $[\lambda:$ 0.01] `[limit:` 256] $[t_{cs}:$ 4] $[\alpha:$ 0.5] $[t_{slice}:$ 128]